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1 Making concepts and phenomena visual in machine and assembly 80%

 language programming


William F. Decker

ACM SIGCSE Bulletin , Proceedings of the eighteenth SIGCSE technical symposium on Computer science education February 1987

Volume 19 Issue 1

Some courses in computer organization and assembly language programming have evolved away from ones emphasizing proficiency with a particular machine. Instead, these courses attempt to build understanding for the way in which abstract concepts are ultimately realized through machine level programming. The advent of small computers offers an opportunity to further personalize this form of instruction and to improve its delivery and availability. This paper discusses a package of software for ...

2 DAMN - a prototype program for the Dynamic Analysis of Mechanical 77%


 Networks

Milton A. Chace

Proceedings of the June 1970 design automation workshop on Design automation June 1970

Effective computer-aided design of engineering systems requires comprehensive computer applications software which conveniently adapts to the particular engineering design considered. This paper discusses initial experience with a program of this kind intended for computer-aided design of machine-like mechanical systems, and outlines the use of a time-shared graphic terminal for schematic display of program output. This paper is a successor to one presented at the 1969 Design Automation Wor ...

3 A server host system on the ARPANET 77%

 Robert T. Braden

Proceedings of the fifth symposium on Data communications September 1977

Computer networking is now an established technology, and its applications are expected to proliferate rapidly. As a result, the design of future operating systems

should be influenced by the requirements of networking. The design of entirely-new operating systems for widely-used CPU's is a rather uncommon event, however; more often, it is necessary to add a network interface to an existing operating system. The consequent host software development can be a major undertaking, ...

4 A high performance delay calculation software system for MOSFET digital logic chips 77%



Ants Koppel , Siddharth Shah , Prem Puri

Proceedings of the no 15 design automation conference on Design automation

June 1978

Practical assumptions in the implementation of a delay calculation software system yielded a means to economically calculate MOSFET chip circuit delays with sufficient accuracy for effective digital simulation.

5 Ray tracing on programmable graphics hardware 77%



Timothy J. Purcell , Ian Buck , William R. Mark , Pat Hanrahan

ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002

Volume 21 Issue 3

Recently a breakthrough has occurred in graphics hardware: fixed function pipelines have been replaced with programmable vertex and fragment processors. In the near future, the graphics pipeline is likely to evolve into a general programmable stream processor capable of more than simply feed-forward triangle rendering. In this paper, we evaluate these trends in programmability of the graphics pipeline and explain how ray tracing can be mapped to graphics hardware. Using our simulator, we analyze ...

6 With J: smile on 2D graphics 77%



Cliff Reiter

ACM SIGAPL APL Quote Quad September 1998

Volume 29 Issue 1

7 Data path tradeoffs using MABAL. 77%



Kayhan Küçükçakar , Alice C. Parker

Conference proceedings on 27th ACM/IEEE design automation conference January 1991

This paper describes a set of novel tradeoff experiments using MABAL, a Module And Bus ALlocation program. MABAL uses a simple heuristic algorithm to concurrently perform functional unit allocation, register allocation, interconnect allocation and module binding, while minimising overall cost. MABAL was used to produce over 3000 RTL designs from a specification which had been previously scheduled. Tradeoffs between buses and multiplexers and between data steering logic and functional logic ...

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